Pugilist

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

FIGHT CLUB

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used / Total

d8

DEATH SAVES

SUCCESSES ○○○

FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

MOXIE POINTS

Used / Total

Fisticuffs

MOXIE POINTS ○○○ ○○○

FISTICUFFS — LEVEL 1

IRON CHIN — LEVEL 2

UNARMOURED MOVEMENT — LEVEL 2

MONASTIC TRADITION FEATURE — LEVEL 2

DEFLECT MISSILES — LEVEL 3

BLOODIED BUT UNBOWED — LEVEL 3

DIG DEEP — LEVEL 4

EXTRA ATTACK — LEVEL 5

HAYMAKER — LEVEL 5

MOXIE-FUELED FISTS — LEVEL 6

FIGHT CLUB FEATURE — LEVEL 6

SHAKE IT OFF — LEVEL 7

DOWN BUT NOT OUT — LEVEL 9

SCHOOL OF HARD KNOCKS — LEVEL 10

FIGHT CLUB FEATURE — LEVEL 11

RABBLE ROUSER — LEVEL 13

UNBREAKABLE — LEVEL 14

HERCULEAN — LEVEL 15

FIGHT CLUB FEATURE — LEVEL 17

FIGHTING SPIRIT — LEVEL 18

PEAK PHYSICAL CONDITION — LEVEL 20